

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A game system, comprising:
an image display device;
an input device for outputting a signal according to an operation by a player;
a storage device;
and
a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying a game picture according to a proceeding situation of the game on the display device,
wherein the game control device is further configured for implementing the steps of:
displaying a route composed by arranging a plurality of
~~squares~~ character stop areas as well as symbols representing
attributes allocated to the respective ~~squares~~ character stop areas on
a screen of the display device;

determining ~~a value to be~~ values obtained by a lottery based on the ~~instruction~~ inputs of the player via the input device;

repeatedly moving a character, set as an object to be operated by the player, along the route character stop areas corresponding in number ~~according to the value~~ values determined by the lottery to character stop areas corresponding to stop positions;

storing up in the storage device ~~controlling a peculiar value~~ an event production amount, relating to event production, corresponding to the attributes of the ~~squares~~ character stop areas of the stop positions, each time the character moves to one of the stop positions; ~~based on a stop position of the character~~;

~~controlling whether at least one event production square emerges visibly or not on the route based on the peculiar value~~;

determining whether the event production amount corresponds to a predetermined value condition;

changing display of at least one of the character stop areas, ahead of the character, from a first display state to a second display state when it is determined that the event production amount

corresponds to the predetermined value condition, the second display state designating the at least one character stop area as an event production character stop area indicating an event production is required to take place when a stop position of the character coincides with the at least one of the character stop areas, wherein the first display state does not indicate that the event production is required; and

producing ~~[[an]]~~ the event production corresponding to relating to each of said at least one event production character stop area square under the condition that a particular one of when said at least one event production square character stop area and the stop position of the character establish a predetermined relationship coincide.

2. (Currently Amended) A game system according to claim 1, wherein an operation skill of the player for the input device reflects on determination of the ~~value~~ values determined by the lottery.

3. (Currently Amended) A game system, comprising:
an image display device;

an input device for outputting a signal according to an operation by a player;

a storage device; and

a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying a game picture according to a proceeding situation of the game on the display device,

wherein the game control device is further configured for implementing the steps of:

displaying a route composed by arranging a plurality of ~~squares~~ character stop areas as well as symbols representing attributes allocated to the respective ~~squares~~ character stop areas on a screen of the display device;

determining ~~a value to be~~ values obtained by a lottery based on ~~the instruction~~ inputs of the player via the input device, said step of determining including the steps of:

scrolling a row of numerical values in a predetermined range on the screen of the display device at a speed in a range that respective values can be discriminated, and

selecting the value to be obtained by the player from the row of the scrolled numerical values so that a constant relationship is established between timing that a predetermined stop operation as the instruction is performed on the input device and the determination of the value;

repeatedly moving a character₁ set as an object to be operated by the player₁ along the route character stop areas corresponding in number according to the value values determined by the lottery to character stop areas corresponding to stop positions;

storing up in the storage device controlling a peculiar value an event production amount, relating to event production, corresponding to the attributes of the ~~squares~~ character stop areas of the stop positions, each time the character moves to one of the stop positions; ~~based on a stop position of the character~~;

~~controlling whether at least one event production square emerges visibly or not on the route based on the peculiar value~~;

determining whether the event production amount corresponds to a predetermined value condition;

changing display of at least one of the character stop areas, ahead of the character, from a first display state to a second display state when it is determined that the event production amount corresponds to the predetermined value condition, the second display state designating the at least one character stop area as an event production character stop area indicating an event production is required to take place when a stop position of the character coincides with the at least one of the character stop areas, wherein the first display state does not indicate that the event production is required; and

producing [[an]] the event production corresponding to relating to each of said at least one event production character stop area square under the condition that a particular one of when said at least one event production square character stop area and the stop position of the character establish a predetermined relationship coincide.

4. (Previously presented) A game system according to claim 1, wherein the game control device is further configured for letting a game having a story relating to a predetermined theme proceed, and for letting the game proceed while the story is being changed in connection with a change in position of the character on the route.

5. (Currently Amended) A game system according to claim 4, wherein the game control device is further configured [[,]] to determine when a proceeding situation of the game satisfies a predetermined condition ~~, for selecting and to select~~ an ending corresponding to the proceeding situation at that time from plural endings and ~~presenting to present~~ an image corresponding to the selected ending to the player via the display device.

6 (Currently Amended) A game system according to ~~any one of claims 1 to 5~~ claim 1, wherein the player's operation skill for the input device reflects on a result of the event.

7. (Currently Amended) A game system according to claim 6, wherein the game control device is further configured ~~, when the character stops in a specified position on the route,~~ for providing a practice environment of a game activity

which is to be executed as the event production to the player , when the stop position of the character coincides with a predetermined position on the route.

8. (Currently Amended) A game system according to claim 6, wherein the game control device selects the ending in connection with an experience in the event production leading up to the ending.

9. (Currently amended) A game system, comprising:

an image display device;

an input device for outputting a signal according to an operation by a player;

a storage device; and

a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying a game picture according to a proceeding situation of the game on the display device,

wherein the game control device is further configured for implementing the steps of:

displaying a route composed by arranging a plurality of
squares character stop areas as well as symbols representing

attributes allocated to the respective ~~squares~~ character stop areas on a screen of the display device;

determining ~~a value to be~~ values obtained by a lottery based on ~~the instruction~~ inputs of the player via the input device;

repeatedly moving a character, set as an object to be operated by the player, along the route character stop areas corresponding in number according to the ~~value~~ values determined by the lottery to character stop areas corresponding to stop positions;

storing up in the storage device ~~controlling a peculiar value~~ an event production amount, relating to event production, corresponding to the attributes of the ~~squares~~ character stop areas of the stop positions, each time the character moves to one of the stop positions; ~~based on a stop position of the character~~;

~~controlling whether at least one event production square emerges visibly or not on the route based on the peculiar value~~;

determining whether the event production amount corresponds to a predetermined value condition;

changing display of at least one of the character stop areas, ahead of the character, from a first display state to a second display

state when it is determined that the event production amount corresponds to the predetermined value condition, the second display state designating the at least one character stop area as an event production character stop area indicating an event production is required to take place when a stop position of the character coincides with the at least one of the character stop areas, wherein the first display state does not indicate that the event production is required; and

producing ~~[[an]]~~ the event production corresponding to relating to each of said at least one event production character stop area square under the condition that a particular one of when said at least one event production square character stop area and the stop position of the character establish a predetermined relationship coincide, wherein when the character stops on one of the squares character stop areas of the stop positions, the peculiar value event production amount relating to the event production corresponding to the attribute of the square where the character stops by is increased by a predetermined amount associated with the attribute of the character stop area of the stop position is increased, and the predetermined condition determined is that the event production

~~amount when the peculiar value reaches a predetermined value, the
at least one event production square corresponding to the peculiar
value is allowed to appear on the route.~~

10. (Canceled)

11. (Currently amended) A computer readable storage medium into which a program for executing a game by referring to an output from an input device of a game system and displaying a game picture according to a proceeding situation of the game on a screen of a display device of the game system is recorded, wherein the program allows a computer provided in the game system to perform the steps of:

displaying a route composed by arranging a plurality of ~~squares~~ character stop areas as well as symbols representing attributes allocated to the respective ~~squares~~ character stop areas on a screen of the display device;

determining ~~a value to be~~ values obtained by a lottery based on ~~the instruction~~ inputs of the player via the input device;

repeatedly moving a character, set as an object to be operated by the player, along the route character stop areas

corresponding in number according to the value values determined by the lottery to character stop areas corresponding to stop positions;

storing up in the storage device controlling a peculiar value an event production amount, relating to event production, corresponding to the attributes of the squares character stop areas of the stop positions, each time the character moves to one of the stop positions; based on a stop position of the character,

controlling whether at least one event production square emerges visibly or not on the route based on the peculiar value;

determining whether the event production amount corresponds to a predetermined value condition;

changing display of at least one of the character stop areas, ahead of the character, from a first display state to a second display state when it is determined that the event production amount corresponds to the predetermined value condition, the second display state designating the at least one character stop area as an event production character stop area indicating an event production is required to take place when a stop position of the character

coincides with the at least one of the character stop areas, wherein
the first display state does not indicate that the event production is
required; and

producing ~~[[an]]~~ the event production corresponding to
~~relating to each of said at least one event production~~ character stop
~~area square under the condition that a particular one of when said~~
~~at least one event production square~~ character stop area and the stop
position of the character ~~establish a predetermined relationship~~
coincide.

12. (New) A game system according to claim 1, further comprising:

the attributes of the character stop areas respectively corresponding to event
occurrences different than the event production; and

producing a corresponding one of the event occurrences of the character
stop areas when the respective character stop area coincides with one of the stop
positions.

13. (New) A game system according to claim 12, wherein the event
production supercedes production of the corresponding one of the event
occurrences when the respective character stop area coincides with one of the stop

positions and the respective character stop area is the event production character stop area.

14. (New) A game system according to claim 13, wherein the event production is a competition involving an activity.

15. (New) A game system according to claim 14, wherein the event occurrence is a practice session for the activity of the event production.

16. (New) A game system according to claim 12, wherein the event occurrences include a practice session for an activity of the event production.

17. (New) A game system according to claim 16, wherein the event production is a competition involving the activity.

18. (New) A game system according to claim 3, further comprising:
the attributes of the character stop areas respectively corresponding to event occurrences different than the event production; and
producing a corresponding one of the event occurrences of the character stop areas when the respective character stop area coincides with one of the stop

positions.

19. (New) A game system according to claim 18, wherein the event production supercedes production of the corresponding one of the event occurrences when the respective character stop area coincides with one of the stop positions and the respective character stop area is the event production character stop area.

20. (New) A game system according to claim 19, wherein the event production is a competition involving an activity.

21. (New) A game system according to claim 20, wherein the event occurrence is a practice session for the activity of the event production.

22. (New) A game system according to claim 18, wherein the event occurrences include a practice session for an activity of the event production.

23. (New) A game system according to claim 22, wherein the event production is a competition involving the activity.